Release Notes
LaGriT version 1.1, Winter 2005

A summary of the major changes found in this release are listed below. A complete list of changes is included at the end of this document. Refer to the user's manual for a complete description of the new, enhanced and revised commands.

New Commands:

fset

fset/f1/pset,get,p1

face sets are defined as faces belonging to the elements corresponding to pointsets where the face is on the boundary. In other words, face sets become entities for applying boundary conditions.

Enhanced Commands:

dump/avs

Added avs2 option witch will output node and element attributes as real or integer. avs option outputs all node and element attributes as real. Code will test the max(abs(attribute)) and format integers to use only as many columns as are needed.

Code Changes:

10/12/05	dumpavs_nosb writedump_nosb	changes needed for avs2 option.
10/18/05	readavs	extend input file name to 132 characters
		fix error if number of nodes = 0 and number of elements not zero
	readdump, readx3d_att, readnurbs_iges_grid, read_sheetij, read_gocad_tsurf	extend input file name to 132 characters
10/26/05	math_sum	added significant figures and put name of attribute on output line.

Bug Fixes:

10/03/05	dumpgmv_hybrid_nosb	Distinguish between node and element attributes by checking 'clen' of the attribute.
10/12/05	tritri.f	Added implicit none and declared logmess correctly.
	intersect_elements.f	Minor changes to log messages.
11/02/05	translate	Avoid crashing if mesh has no nodes.
11/03/05	do_extract_nosb	Fix definition of d in ptnorm option
11/03/05	dumpavs_nosb	Handles mesh with only element attributes.
		Fixed formats so they are long enough for # elements, # nodes.
03/06/06	isosurface	Fixed problem with the case where no elements were created. For example in the case where a plane is extracted from a 3D object but the plane does not intersect the 3D object anywhere. In that case a new mesh object was created that was 2*nnodes and 2*nelementsof the input mesh object but there was nothing in the output mesh object. Now the output mesh object is created but nnodes=nelements=0.